Assignment 2 Edvin Magnusson Question 1 Logical Equality logical_equality <- function(A,B){</pre> A<- as.logical(A) B<- as.logical(B) AB<- A==B return(AB) logical_equality(A = TRUE, B = FALSE) ## [1] FALSE logical_equality(A = FALSE, B = FALSE) ## [1] TRUE $logical_equality(A = T, B = T)$ ## [1] TRUE Question 2 Sheldon game (Rock-paper-scissors-lizard-spock). sheldon_game <- function(player1, player2) {</pre> choices <c("Rock", "Paper", "Scissors", "Lizard", "Spock") # The valid schoices stopifnot(player1 %in% choices, player2 %in% choices) # Stop if not a valid choice choice1 <- which(choices %in% player1) # choice for player 1</pre> choice2 <- which(choices %in% player2) # choice for player 2</pre> **if** (any((choice1 == 1 & choice2 == (3 | 4)) | (choice1 == 2 & choice2 == (1 | 5)) | (choice1 == 3 & choice2 == (2 | 4)) | # The Sheldon rules (choice1 == 4 &choice2 == $(5 \mid 2)$) | (choice1 == $5 \& \text{choice2} == (1 \mid 3)$))) { return("Player 1 wins!") } else if (choice1 == choice2) { return("Draw!") } else { return("Player 2 wins!") sheldon_game("Paper", "Rock") ## [1] "Player 1 wins!" sheldon_game("Spock", "Spock") ## [1] "Draw!" Question 3 Moving Median #Using the ellipse ... to have unspecified variables my_moving_median <- function(x,n,...){</pre> if(!is.numeric(x)|!is.numeric(n)){ stop("x or n is not numeric") z<-c() i<-1 while(i<=length(x)-n){</pre> z[i]<-median(x[seq(from =i,to=i+n)],...) # Here we include it to later be able to call the na.rm=T i<-i+1 return(z) $my_moving_median(x = 1:10, n = 2)$ ## [1] 2 3 4 5 6 7 8 9 $my_moving_median(x = 5:15, n = 4)$ ## [1] 7 8 9 10 11 12 13 $my_moving_median(x = c(5, 1, 2, NA, 2, 5, 6, 8, 9, 9), n = 2)$ ## [1] 2 NA NA NA 5 6 8 9 $my_moving_median(x = c(5, 1, 2, NA, 2, 5, 6, 8, 9, 9), n = 2, na.rm = TRUE)$ ## [1] 2.0 1.5 2.0 3.5 5.0 6.0 8.0 9.0 Question 4 Multiplication table for_mult_table<- function(from, to){</pre> if(!is.numeric(from)|!is.numeric(to)){ stop("x or n is not numeric") Mat<- matrix(nrow =length(from:to), ncol = length(from:to))</pre> rows<-from:to cols<-from:to rownames(Mat)<-rows colnames(Mat)<-cols</pre> for(i in 1:dim(Mat)[1]){ for(j in 1:dim(Mat)[2]){ Mat[i,j]<- rows[i]*cols[j]</pre> return(Mat) $for_mult_table(from = 1, to = 5)$ ## 1 2 3 4 5 ## 1 1 2 3 4 5 ## 2 2 4 6 8 10 ## 3 3 6 9 12 15 ## 4 4 8 12 16 20 ## 5 5 10 15 20 25 for_mult_table(from = 10, to = 12) ## 10 11 12 ## 10 100 110 120 ## 11 110 121 132 ## 12 120 132 144 Question 5 Correlation matrix. cor_matrix<-function(x){</pre> if(!is.data.frame(x)){ stop("Data is not a dataframe!!") Mat<- scale(x,center = TRUE, scale = TRUE)</pre> n<-nrow(x) correlation_matrix<-(t(Mat)%*%Mat)/(n-1)</pre> return(correlation_matrix) data(iris) cor_matrix(iris[, 1:4]) Sepal.Length Sepal.Width Petal.Length Petal.Width ## Sepal.Length 1.0000000 -0.1175698 0.8717538 0.8179411 ## Sepal.Width -0.1175698 1.0000000 -0.4284401 -0.3661259 ## Petal.Length 0.8717538 -0.4284401 1.0000000 0.9628654 ## Petal.Width 0.8179411 -0.3661259 0.9628654 1.0000000 cor_matrix(as.list(iris[,1:4])) ## Error in cor_matrix(as.list(iris[, 1:4])): Data is not a dataframe!! Question 6 Calculating a cumulative sum and stopping when find_sum is traversed. find_cumsum<- function(x,find_sum){</pre> if(!is.numeric(x)|!is.numeric(find_sum)){ stop("Arguments are nor numeric!") sum1 <- 0 i<- 1 while(i<=length(x)){</pre> sum1<-sum1+i i<-i+1 if(sum1>find_sum) break; return(sum1) $find_cumsum(x = 1:100, find_sum = 500)$ ## [1] 528 $find_cumsum(x = 1:10, find_sum = 500)$ ## [1] 55 Question 7 Multiplication table as in question 4 but with a while loop. Tricky one where you have to think about the columns and rows. while_mult_table<- function(from, to){</pre> if(!is.numeric(from)|!is.numeric(to)){ stop("From and to is not numeric") rows <- from:to cols<- from:to mat<- matrix(nrow = length(rows), ncol = length(cols)) # Empty</pre> rownames(mat)<-rows colnames(mat)<-cols</pre> i<--length(rows)</pre> j<--length(cols)</pre> while(i<= dim(mat)[1]){</pre> while(j<= dim(mat)[2]){</pre> mat[i,j]<-rows[i]*cols[j]</pre> j<-j+**1** i<-i i<-i+1 j<-i return(mat) while_mult_table(from = 3, to = 5) ## 3 4 5 ## 3 9 12 15 ## 4 12 16 20 ## 5 15 20 25 while_mult_table(from = 7, to = 12) 7 8 9 10 11 12 ## 7 49 56 63 70 77 84 ## 8 56 64 72 80 88 96 ## 9 63 72 81 90 99 108 ## 10 70 80 90 100 110 120 ## 11 77 88 99 110 121 132 ## 12 84 96 108 120 132 144 Question 8 Same as question 6 but with a repeat loop. repeat_find_cumsum<-function(x,find_sum){</pre> if(!is.numeric(x)|!is.numeric(find_sum)){ stop("Arguments are not numeric") sum1<- 0 i<-1 repeat{ sum1<-sum1+i i<-i+1 if(i>length(x)) break() if (sum1>find_sum) break() return(sum1) repeat_find_cumsum(x = 1:100, find_sum = 500) ## [1] 528 repeat_find_cumsum(x = 1:10, find_sum = 500) ## [1] 55 Question 9 Moving median again but with a repeat loop. repeat_my_moving_median<- function(x,n,...){</pre> if(!is.numeric(x)|!is.numeric(n)){ stop("Arguments are not numeric!") z<-c() i<-1 repeat{ z[i]<- median(x[seq(from=i,to=i+n)],na.rm = TRUE)</pre> i<-i+1 if (i>length(x)) break() return(z) repeat_my_moving_median(x=1:10, n=2) ## [1] 2.0 3.0 4.0 5.0 6.0 7.0 8.0 9.0 9.5 10.0 repeat_my_moving_median(x = 5:15, n = 4) ## [1] 7.0 8.0 9.0 10.0 11.0 12.0 13.0 13.5 14.0 14.5 15.0 Question 10 lapply applies functions on list objects and returns a list object of the same length. A data frame is actually a type of list, so we can use lapply on a data frame without first converting it with as.list() coefvar <- function(X){</pre> if(!is.data.frame(X)){ stop("X is not a dataframe") z<- c(lapply(X, FUN = function(X)sd(X)/mean(X))) return(z)

\$Petal.Length ## [1] 0.4697441

data("iris") coefvar(X=iris[1:4]) ## \$Sepal.Length ## [1] 0.1417113 ## \$Sepal.Width ## [1] 0.1425642

\$Petal.Width ## [1] 0.6355511 Question 11 Function for calculating bmi, the function gives a warning message if weight or height is ≤ 0 . bmi<-function(body_weight,body_height){</pre> bmi<- body_weight/body_height^2</pre> if (body_weight<=0)</pre> warning("body_weight is not positive, calculation is not meaningful") if (body_height<=0)</pre> warning("body_heigth is not positive, calculation is not meaningful")

bmi(body_weight = 95, body_height = 1.98) bmi(body_weight = 74, body_height = -1.83) ## Warning in bmi(body_weight = 74, body_height = -1.83): body_heigth is not ## positive, calculation is not meaningful Question 12 Babylon method for approximating the square root of a number. babylon <- function(x, init, tol) {</pre> sqrt_approx <- x

prop <- init new <- (prop + x / prop) / 2iter <- 0 while (abs(new - prop) > tol) { iter <- iter + 1 prop <- new new <- (prop + x / prop) / 2rot <- new print(prop) return(list(Iterations = iter, Sqrt = rot))

babylon(40, 20, 0.1) ## [1] 11 ## [1] 7.318182 ## [1] 6.39201 ## \$Iterations ## [1] 3 ## \$Sqrt ## [1] 6.324911 babylon(x = 2, init = 1.5, tol = 0.01) ## [1] 1.416667

\$Iterations ## [1] 1 ## \$Sqrt ## [1] 1.414216 Question 13 Hilbert matrix with nested for loop. hilbert_matrix <- function(nrrow,nrcol){</pre> Mat<-matrix(nrow = nrrow, ncol = nrcol)</pre>

for(i in 1:nrrow){ for(j in 1:nrcol) Mat[i,j] < -1/(i+j-1)return(Mat) hilbert_matrix(nrrow=5, nrcol=2) [,1] [,2] ## [1,] 1.0000000 0.5000000 ## [2,] 0.5000000 0.3333333 ## [3,] 0.3333333 0.2500000 ## [4,] 0.2500000 0.2000000

[,1] [,2] [,3] [,4]

[5,] 0.2000000 0.1666667 hilbert_matrix(nrrow=5, nrcol=4)

[1,] 1.0000000 0.5000000 0.3333333 0.2500000 ## [2,] 0.5000000 0.3333333 0.2500000 0.2000000 ## [3,] 0.3333333 0.2500000 0.2000000 0.1666667 ## [4,] 0.2500000 0.2000000 0.1666667 0.1428571 ## [5,] 0.2000000 0.1666667 0.1428571 0.1250000

Question 14 Toeplitz matrix toeplitz_matrix <- function(x) {</pre> **if** (length(x) %% 2 == 0) { stop("Length of vector x is even") $res_mat < -matrix(nrow = ceiling(length(x) / 2), ncol = ceiling(length(x) / 2))$ n < - ceiling(length(x) / 2)res_mat[1,] <- x[1:n] res_mat[-1, 1] <- x[(n + 1):length(x)]

for (i in 2:n) { for (j in 2:n) {

return(res_mat)

toeplitz_matrix(x = 1:5)

[,1] [,2] [,3] ## [1,] 1 2 3 ## [2,] 4 1 2 ## [3,] 5 4 1

toeplitz_matrix(x = 1:4)

}

res_mat[i, j] <- res_mat[i - 1, j - 1]

Error in toeplitz_matrix(x = 1:4): Length of vector x is even

toeplitz_matrix(c(1, 0, 2, 0, 3, 0, 4, 0, 5))

[,1] [,2] [,3] [,4] [,5] ## [1,] 1 0 2 0 3 ## [2,] 0 1 0 2 0 ## [3,] 4 0 1 0 2 ## [4,] 0 4 0 1 0 ## [5,] 5 0 4 0 1